

# Rolling Friction

usually Static + Rolling  
for an object rolling

→ Fairly negligible → we're  
not going to really use.

$\mu_R$  = coeff. of rolling friction.

# Air Resistance + Drag

$$F_d = bV^n$$

$b$  = coefficient of drag

Slower speeds  $n \approx 1$

As you increase speed  $n \rightarrow 2$

-Point for car  $\approx 40\text{mph}$